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1 REM DECOY GAME FOR VZ-200
2 REM WRITTEN BY GRANT ROWE
4 POKE30862,80:POKE30863,52
5 COLOR8,0
10 CLS
15 PRINT
20 PRINT"      P. P. P. P. 11"
30 PRINT"      11 P. P. 11"
40 PRINT"      P. P. P. P. 11"
50 PRINT
55 PRINT"LEFT JOYSTICK TO MOVE SHUTTLE,"
56 PRINT"EITHER BUTTON TO FIRE."
57 PRINT"YOU ARE TO HOVER OVER A PART"
58 PRINT"OF THE PLANET,ZELTA.WHILE OUR"
59 PRINT"FIGHTERS ARE TO ATTACK ON"
60 PRINT"THE OTHER SIDE OF THE PLANET,"
61 PRINT"YOU ARE THE DECOY FOR ZELTA"
62 PRINT"SHIPS AND GROUND FIRE..."
63 PRINT"WARNING:DON'T LEAVE ATMOSPHERE."
64 PRINT"GOOD LUCK..PRESS S TO START."
70 L$=INKEY$:IF L$="S"THENGOTO100ELSEGOTO
70
100 S=0:M=3:H=20
120 MODE(1):COLOR,0
130 FORI=127TO0STEP-1:COLOR3:SET(I,62):N
EXTI
135 P=20:P2=31
140 FORI=127TO0STEP-1:X=RND(4)
150 IF X=2ORX=3THENJ=3
160 IFX=1ORX=4THENJ=2
161 COLORJ:IFX=3THENSET(I,60)
163 SET(I,61):NEXTI
170 N=0
180 K=0:Z=0:KY=0:GZ=0:KZ=0:JR=15
190 BN=0
194 COLOR4:XN=0
195 GOSUB500:FORI=1TO100:UX=USR(UX):COLO
R,XN:XN=XN+1
196 IFXN>1THENXN=0
197 NEXTI:COLOR,0
200 A=(INP(43)AND31)
201 CR=RND(10):IFH<14THENCR=RND(20)
202 IFH<6THENCR=RND(28)
203 COLOR4:R=RND(126):SET(R,CR)
204 IFCR>JRTHENJR=CR
205 IF A=31THENGOTO300
210 IF A=26THENGOSUB550:GOSUB600:GOSUB61
0:GOTO300
220 IF A=25THENGOSUB550:GOSUB600:GOSUB63
0:GOTO300
230 IF A=22THENGOSUB550:GOSUB610:GOSUB62
0:GOTO300
240 IF A=21THENGOSUB550:GOSUB620:GOSUB63
0:GOTO300
250 IF A=30THENGOSUB550:GOSUB610:GOTO300
260 IF A=29THENGOSUB550:GOSUB630:GOTO300

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270 IF A=27THENGOSUB550:GOSUB600:GOTO300
280 IF A=23THENGOSUB550:GOSUB620
300 GOSUB500
305 AZ=(INP(39)AND31)
310 IF A=15ORAZ=15THENGOSUB900
315 IFN=1THENGOSUB990:GOTO330
320 N=RND(H):IFN=1THENC=P-3:C2=60:IFS>25
00THENKY=1
330 IFK=1THENGOSUB750:GOTO340
335 K=RND(H):IFK=1THENE=30+RND(75):EN=58
340 IFZ=1THENGOSUB800:GOTO346
345 IFK=1THENZ=RND(H):IF Z=1THENL=E+2:L2
=EN+3
346 XG=RND(2):IFGZ=1THENGOSUB400:GOTO370
347 IFK=1ANDEN>P2-5ANDEN<P2+2ANDXG=1THEN
UZ=E-3:UY=EN:GZ=1
370 IFKZ=1THENGOTO380
371 IFK=1THENKZ=RND(H):IF KZ=1THENYZ=E+3
:YY=EN-3
372 GOTO200
380 RESET(YZ,YY):RESET(YZ+1,YY):YY=YY-2:
IFY<12THENKZ=0:GOTO200
381 IFYZ>P-8ANDYZ<P+1ANDYY>P2-2ANDYY<P2+
2THEN1000
382 COLOR4:SET(YZ,YY):SET(YZ+1,YY):GOTO2
00
400 RESET(UZ,UY):RESET(UZ+1,UY):RESET(UZ
+2,UY)
410 UZ=UZ-3:IFUZ<1THENGZ=0:RETURN
420 COLOR4:SET(UZ,UY):SET(UZ+1,UY):SET(U
Z+2,UY)
430 IF UY>P2-3ANDUY<P2+2ANDUZ>P-8ANDUZ<P
+1THEN1000
440 RETURN
500 COLOR8:SET(P,P2):SET(P-1,P2):SET(P-2
,P2):SET(P-3,P2)
505 SET(P-4,P2):SET(P-5,P2):SET(P-6,P2):
SET(P-3,P2+1)
510 SET(P-4,P2+1):SET(P-5,P2+1):SET(P-4,
P2-1):SET(P-5,P2-1)
515 SET(P-5,P2-2):COLOR6:SET(P-3,P2-1):R
ETURN
550 RESET(P,P2):RESET(P-1,P2):RESET(P-2,
P2):RESET(P-3,P2)
555 RESET(P-4,P2):RESET(P-5,P2):RESET(P-
6,P2):RESET(P-3,P2+1)
560 RESET(P-4,P2+1):RESET(P-5,P2+1):RESE
T(P-4,P2-1)
565 RESET(P-5,P2-1):RESET(P-5,P2-2):RESE
T(P-3,P2-1):RETURN
600 P=P-5:IFP<10THENP=106
605 RETURN
610 P2=P2-4:IFP2<JRTHEN2000
615 RETURN
620 P=P+5:IFP>106THENP=10
625 RETURN
630 P2=P2+4:IFP2>55THENP2=55

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Decoy

Decoy can be played on the VZ-200, and requires joysticks. High resolution is used and instructions are given in the program. As the game progresses, so does the degree of difficulty.

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635 RETURN
700 COLOR2:SET(E,EN):SET(E+1,EN):SET(E+2
,EN-1):SET(E+3,EN-1)
705 SET(E+4,EN):SET(E+5,EN):SET(E+2,EN+1
)
710 SET(E+3,EN+1):RETURN
720 RESET(E,EN):RESET(E+1,EN):RESET(E+2,
EN-1):RESET(E+3,EN-1)
730 RESET(E+4,EN):RESET(E+5,EN)
735 RESET(E+2,EN+1):RESET(E+3,EN+1):RETU
RN
750 GOSUB720
751 IFE>P-8ANDE-3>1THENE=E-3:GOTO753
752 IF E<PANDE+8<120THENE=E+3:GOTO753
753 IF EN+5>P2ANDEN-4>10THENEN=EN-2:GOTO
760
754 IF EN+7<P2ANDEN+4<60THENEN=EN+2:GOTO
760
760 GOSUB700:IFE>P-13ANDE<P+1ANDEN>P2-4A
NDEN<P2+2THEN1000
770 RETURN
800 RESET(L,L2):RESET(L+1,L2):L2=L2+2:IF
L2>60THEN2=0:RETURN
805 IF L>P-8ANDL<P+1ANDL2>P2-2ANDL2<P2+2
THEN1000ELSECOLOR4
810 SET(L,L2):SET(L+1,L2):RETURN
900 FORI=P+2TOP+20:COLRRND(8):SET(I,P2)
:NEXTI:X6=USR(X6)
910 IFK=1ANDE>P+1ANDE<P+21ANDEN>P2-2ANDE
N<P2+2THENSOUND4,1:BN=1
920 IF BN=1THENS=S+RND(300):K=0:GOSUB720
:H=H-1:IFH<2THENH=2

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930 BN=0
945 FORI=P+2TOP+20:RESET(I,P2):NEXTI
950 RETURN
990 IFKY=1THENRESET(C+7,C2):RESET(C+7,C2
-1)
991 IF C>P-8ANDC<P+1ANDC2>P2-3ANDC2<P2+2
THEN1000
992 RESET(C,C2):RESET(C,C2-1):C2=C2-2:IF
C2<P2-5THENN=0:RETURN
993 IFKY<>1THEN998ELSE COLOR3:SET(C+7,C2
):SET(C+7,C2-1)
994 IFC+7>P-8ANDC+7<P+1ANDC2>P2-3ANDC2<P
2+2THEN1000
998 COLOR3:SET(C,C2):SET(C,C2-1):RETURN
1000 FORI=1TO10:MODE(0):COLOR,1:SOUND15,
1:COLOR,0:SOUND30,1
1010 MODE(1):GOSUB500:FORF=1TO20:NEXTF:N
EXTI
1020 CLS
1025 M=M-1:IF M=0THEN2000
1030 PRINT@165,"CURRENT SCORE "S;
1040 PRINT@229,"SHUTTLES LEFT "M;
1050 FORI=1TO5000:NEXTI
1100 MODE(1):GOTO130
2000 CLS:PRINT@266,"GAME OVER"
2010 FORI=1TO10000:NEXTI:CLS
2020 PRINT@165,"FINAL SCORE "S;
2025 IF S>HSTHENH=S
2030 PRINT@229," HIGH SCORE "HS;
2040 FORI=1TO5000:NEXTI
2100 GOT05

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5 CLS
10 REM# 4/4 & 2/4 METRONOME *
20 REM
30 GOSUB4000
60 POKE219,209
70 POKE218,6
80 FORX=1TO8
90 PRINT"..... 00000000"
100 NEXT
120 COLOR6,9,9
125 COLOR7,2,2
130 FORC=245TO255STEP2
140 POKE4110,C
150 NEXT
160 FORG=1TOX
170 NEXT
180 IFPEEK(18)>0THENX=X-1
190 IFPEEK(20)>0THENX=X+1
192 IFX<1THENX=1
195 COLOR7,9,9
198 COLOR6,2,2
200 FORC=251TO255STEP2
210 POKE4110,C
220 NEXT
222 FORG=1TOX+10
234 NEXT
240 GOT0120
250 PRINT" 4/4 & 2/4 METRONOME."
PRINT" ====="
PRINT

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4030 PRINT
4040 PRINT" I WILL GIVE YOU A BEAT FOR"
4050 PRINT
4060 PRINT"4/4 AND 2/4 MUSIC."
4070 PRINT
4080 PRINT" TO MAKE ME GO FASTER PRESS"
4090 PRINT
4100 PRINT"A KEY ON THE LEFT HAND SIDE"
4110 PRINT
4120 PRINT"OF THE KEYBOARD,SLOWER,THE"
4125 PRINT
4130 PRINT"RIGHT HAND SIDE OF THE"
4140 PRINT
4150 PRINT"KEYBOARD."
4152 PRINT
4154 PRINT
4160 PRINT"(PRESS A LETTER TO GO ON)"
4170 IFPEEK(18)=0ANDPEEK(20)=0THEN4170
4180 CLS
4190 POKE219,208
4200 POKE218,10
4210 PRINT".0.0.0.0.0."
4220 PRINT"@METRONOME@"
4230 PRINT".0.0.0.0.0."
5000 COLOR0,16
5010 COLOR6,2,2
5020 COLOR7,2,2
5030 POKE4110,228
5100 RETURN

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WIZZARD Metronome

This program will give you a beat for any 2/4 or 4/4 music. To increase the speed press a key on the left side of the keyboard. To decrease the speed press a key on the right side of the keyboard.

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